Stickup Boyz live and die by their reputation.

It determines how you're perceived and find work.

_____
[NAME]

[Reputation (Rep)]:

Distribute 8 points among the six types of Rep.

Undisciplined	Professional
Savage _____	_____Precise
Impulsive _____	_____Cautious
Devious _____	_____Charming

To accomplish **risky** tasks:
- describe your approach, decide which Rep best fits this description.
  On success gain +1 to **this** Rep per success.
  On failure, you may burn **this** Rep to **mitigate** failure.
- **roll 2d4,** count successes.
- ***Success*** on ***4***.

+1d for either **boost** OR **gear**.
You may **boost** a roll with **any** Rep, but it must be rated 3 or more.

Successes	Results
0	Fail* AND acquire a Condition.
1+	Succeed AND earn Rep per success.

*Burned Rep	Mitigates to:
1	Succeed AND acquire a Condition.
2	Succeed, but no +Rep

Conditions - pervasive, cannot be overcome by the affected character.
- Death/crippled
- Horrible choice
- Lost opportunity
- Shattered relationship

Everyone gets:
- 1 Ranged Weapon
- 1 Melee Weapon
- **Gear** (pick one):
  - Illicit Pharmaceuticals
  - Grifter's Briefcase
  - Burglar's Kit
  - ChopShop Toolkit
  - Duffle-o-death

GM: on mission success, award the group **1d4 Wealth** per character.

Spend wealth to increase a character's Rep, 1-to-1.

A Precision Chaos Machine production.
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